

# V-RAY

## Syllabus



- Introduction to V-Ray
- V-Ray Image Sampling
- V-Ray Lights
- GI for Exterior and Interior Scenes
- GI settings for Exterior Scenes using various rendering engines
- GI settings for Interior scenes using various rendering engines
- Concept of Caustics effects
- Creation of caustics effects
- V-Ray Physical Camera
- V-Ray Materials
- Diffuse and Roughness parameters in V-ray Materials
- Reflection property of a material and its various settings
- Translucent Property
- Bump and normal mapping
- Creation of Textured Metals
- Brushed Metals using Maps.
- V-Ray Aerial Perspective
- V-Ray Displacement MOD
- V-Ray Proxy
- V-Ray Instancer

